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| 1 | BRS | L1 | 1 | watercolor and | brushstroke | USPAT | 2002/04/29 14:33 |
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| 3 | BRS | L3 | 0 | watercolor and | brushstroke | EPO; JPO; DERWEN T; IBM_TD B | 2002/04/29 14:33 |
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| 5 | IS&R | L5 | 1 | ("5966134").PN. | | USPAT | 2002/04/29 14:52 |
| 6 | BRS | L6 | 44920 | 345/\$.ccls. or | 382/\$.ccls. | USPAT | 2002/04/29 14:52 |
| 7 | BRS | ь7 | 1133 | 6 and painting | | USPAT | 2002/04/29 14:53 |
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| 10 | BRS | L10 | 2 | van adj gough | | USPAT | 2002/04/29 15:10 |
| 11 | BRS | L11 | 442 | 6 and skeleton\$ | 3 | USPAT | 2002/04/29 15:10 |
| 12 | BRS | L12 | 20 | 11 and painting | Ţ | USPAT | 2002/04/29 15:10 |

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| 1 | BRS | L1 | 75 | van adj gogh | USPAT | 2002/04/29 12:04 |
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| 5 | BRS | L5 | 0 | skeleton\$ same brushstroke | | 2002/04/29 12:33 |
| 6 | BRS | L6 | 587 | skeleton\$ same image | USPAT | 2002/04/29 12:49 |
| 7 | BRS | L7 | 20 | skeleton\$ same image and painting | USPAT | 2002/04/29 12:47 |
| 8 | BRS | L8 | 4 | skeleton\$ same image and (paint adj brush or paintbrush) | USPAT | 2002/04/29 12:50 |
| 9 | BRS | L9 | 796 | skeleton\$ same image | ; | 2002/04/29 12:51 |
| 10 | BRS | L10 | 2 | skeleton\$ same image and (brush adj stroke or brushstroke) | USPAT | 2002/04/29 12:51 |
| 11 | BRS | L11 | 2 | skeleton\$ same image and (painting or paint adj brush or paintbrush or brush adj stroke or brushstroke) | : | 2002/04/29 12:52 |

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ACM Transactions on Information Systems (TOIS) January 2002 Volume 20 Issue 1

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TicTacToon: a paperless system for professional 2D animation

Authors
Jean-Daniel Fekete
Érick Bizouarn
Éric Cournarie
Thierry Galas
Frédéric Taillefer

Publisher

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Pages: 79 - 90 Series-Proceeding-Article

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↑ INDEX TERMS

Primary Classification:

I. Computing Methodologies

I.3 COMPUTER GRAPHICS

☐ I.3.7 Three-Dimensional Graphics and Realism

Subjects: Animation

Additional Classification:

H. Information Systems

← H.5 INFORMATION INTERFACES AND PRESENTATION (I.7)

H.5.1 Multimedia Information Systems

Subjects: Animations

I. Computing Methodologies

C→ I.3.6 Methodology and Techniques

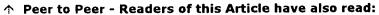
Subjects: Interaction techniques

General Terms:

Design, Human Factors, Performance, Theory

Keywords:

2D animation, cel animation, vector-based sketching



Visual simulation of smoke

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Ronald Fedkiw, Jos Stam, Henrik Wann Jensen

Recognizing and interpreting diagrams in design

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Practical animation of liquids

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Rendering and animation of gaseous phenomena by combining fast volume and scanline A-buffer techniques

ACM SIGGRAPH Computer Graphics 24, 4

D. S. Ebert, Richard E. Parent

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DOCUMENT-IDENTIFIER: US 5734756 A
TITLE: Methods and apparatus for reproducing a gray scale
raster represented
elongate graphic image including vectorizing a skeleton of
the image by
determining a midpoint between two detected endpoints of
the image

----- KWIC -----

TTL:

Methods and apparatus for reproducing a gray scale raster represented elongate graphic image including vectorizing a skeleton of the image by determining a midpoint between two detected endpoints of the image

BSPR:

Further in accordance with a preferred embodiment of the present invention the physical operation includes painting.

DEPR:

PROCESS 70: The periphery of the binarized graphic image is eroded until what remains is a generally one-pixel wide skeleton, although, at junctions, the skeleton is typically more than one pixel wide. The skeleton pixels are marked as such in the raster image.

DEPR:

PROCESS 90: The centerpoints, also termed herein "midpoints", of the gray image are now computed. For each skeleton pixel, the centerpoint of the gray image horizontal line on which the skeleton pixel resides is computed and/or the centerpoint of the gray image vertical line on which the skeleton pixel resides is computed. The output centerpoint, for that skeleton pixel, is the centerpoint of the shorter of the horizontal and vertical lines.

DEPR:

If the gray image horizontal or vertical line, for an individual skeleton pixel, is longer than the average width computed in process 60 then no centerpoint is computed because the skeleton pixel, in this case, is assumed to be a junction pixel. Therefore, the output of this process is a plurality of distinct sets of points. It is appreciated, however, that the above criterion for determining whether a skeleton pixel belongs to a junction is not the only suitable criterion.

CLPR:

9. A method according to claim 5 wherein the physical operation comprises painting.

04/29/2002, EAST Version: 1.03.0002